





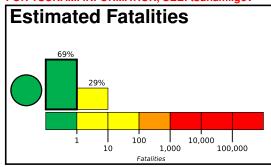
PAGER Version 14

Created: 2 weeks, 1 day after earthquake

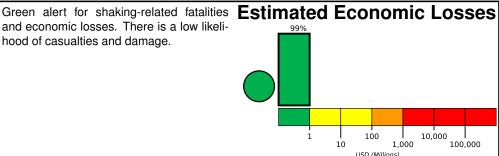
M 5.1, 7 km SE of Ojai, CA

Origin Time: 2023-08-20 21:41:00 UTC (Sun 14:41:00 local) Location: 34.4326° N 119.1923° W Depth: 9.3 km

FOR TSUNAMI INFORMATION, SEE: tsunami.gov



and economic losses. There is a low likelihood of casualties and damage.



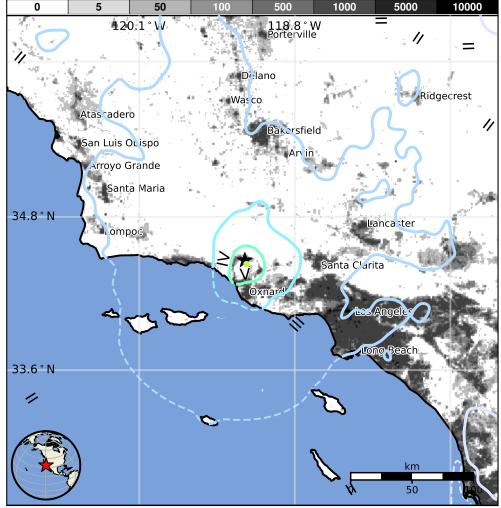
Estimated Population Exposed to Earthquake Shaking

ESTIMATED POPULATION EXPOSURE (k=x1000)		1,126k*	21,857k	634k	127k	15k	0	0	0	0
ESTIMATED MODIFIED MERCALLI INTENSITY		I	II-III	IV	V	VI	VII	VIII	IX	X+
PERCEIVE	SHAKING	Not felt	Weak	Light	Moderate	Strong	Very Strong	Severe	Violent	Extreme
POTENTIAL DAMAGE	Resistant Structures	None	None	None	V. Light	Light	Moderate	Mod./Heavy	Heavy	V. Heavy
	Vulnerable Structures	None	None	None	Light	Moderate	Mod./Heavy	Heavy	V. Heavy	V. Heavy

^{*}Estimated exposure only includes population within the map area.

Population Exposure

population per 1 sq. km from Landscan



PAGER content is automatically generated, and only considers losses due to structural damage. Limitations of input data, shaking estimates, and loss models may add uncertainty. https://earthquake.usgs.gov/earthquakes/eventpage/ci39645386#pager

Structures

Overall, the population in this region resides in structures that are highly resistant to earthquake shaking, though some vulnerable structures exist. The predominant vulnerable building types are unreinforced brick masonry and reinforced masonry construction.

Historical Earthquakes

Date	Dist.	Mag.	Max	Shaking
(UTC)	(km)		MMI(#)	Deaths
1991-06-28	110	5.6	VI(1,267k)	1
2003-12-22	216	6.6	VI(8k)	2
1971-02-09	73	6.6	IX(21k)	65

Recent earthquakes in this area have caused secondary hazards such as landslides and liquefaction that might have contributed to losses.

Selected City Exposure

MMI	City	Population
VI	Ojai	7k
٧	Ventura	97k
٧	Santa Paula	29k
٧	Meiners Oaks	4k
٧	Oak View	4k
٧	Mira Monte	7k
III	Bakersfield	347k
Ш	Los Angeles	3,793k
III	Long Beach	462k
II	Anaheim	336k
П	San Diego	1,307k

bold cities appear on map.

(k = x1000)